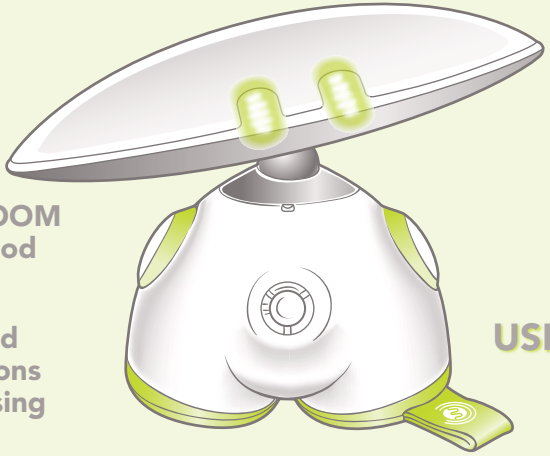
room tech™

beingz™ MOOD LAMP

AGES 8+

77926 Asst.



Thank you for purchasing this ROOM TECH BEINGZ Mood Lamp character.

Be sure to read and follow all instructions carefully before using this product.

USER'S GUIDE

x4
1.5V AA size

BATTERIES INCLUDED

Replace with 4 x 1.5V "AA" size alkaline batteries.
Phillips/cross head screwdriver (not included) needed to replace batteries.

Mood Lamp features include sensors on the top of its head that respond to your touch by lighting up or playing melodies under your fingers. It has 4 light modes that you choose by tilting its head in a certain direction. Mood Lamp also senses when your room is dark and responds by lighting up! When you play music near Mood Lamp, its lights and animations will "dance" to the beat of your music.

GET CONNECTED!

ROOM TECH BEINGZ interact with each other across your room!

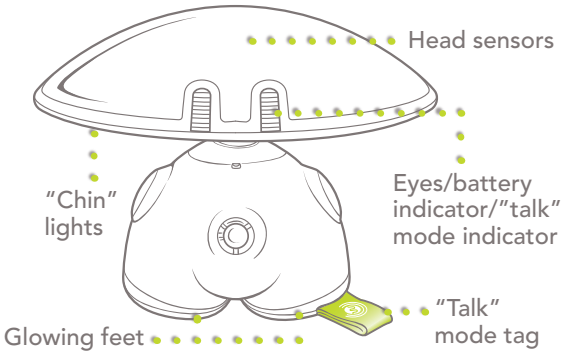
When you get them together, they'll "talk" to each other. Alarm Clock will even get Mood Lamp to help wake you up!

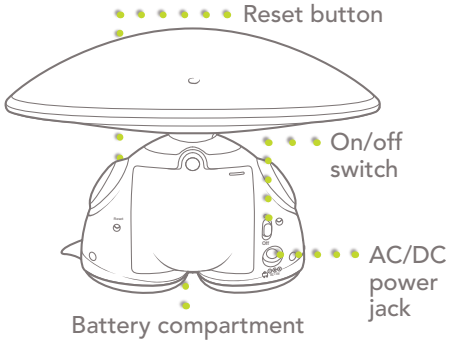
"TALK" FEATURE WORKS BEST WHEN ITEMS ARE WITHIN 15 FEET OF EACH OTHER AND NOT BLOCKED BY WALLS OR FURNITURE.

Mood Lamp's best friend is Alarm Clock (sold separately).

GETTING TO KNOW MOOD LAMP

NOTE: This product is packaged in "TRY ME" mode. When you bring it home, move its slide switch to the "ON" position to activate your character's full range of features.





4 LIGHT MODES

Tilt head of Mood Lamp to select a light mode. You can either leave the lamp head tilted, or you can return it to the neutral position to stay in a particular mode. **In any light mode, if you tilt the head left it will turn off the lights and put the lamp back into the default Musical Mood mode (see below for more information about Musical Mood).**

BEAT

When a light mode listed below has beat detection (it senses your music and plays animations to the beat), you will see this icon.

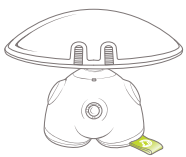
BEAT

When a light mode listed below doesn't have beat detection, you will see this icon.

Musical Mood

BEAT

This is the default mode when the head is in neutral position or has been tilted left.

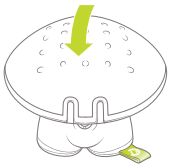


You can create your own melodies in this mode by touching sensors on the lamp head. Use one finger to tap out single notes or drag your fingers across the head to create melodies. While you are creating your melodies, the beat detection function will be temporarily disabled. Once you stop touching the lamp, it will be able to pick up the beat of your music again and will play an LED light show to your music.

Pop quiz: See what happens when you hold your hand down on the lamp head for several seconds…

Groovy Mood

Tilt head forward to get into this mode.

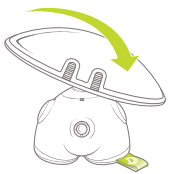


When you touch the lamp head sensor (be sure to hold your fingers in place for a few seconds), the lights will react by slowly glowing away from your touch and Mood Lamp will play a calm melody. Ahhh!

For an automated groovy mood light show, hold your whole hand on the lamp head for several seconds. The light show will last about 30 minutes, then lamp will go into sleep mode. Once lamp goes into the automated groovy mood light show, the sensors will no longer react to your touch. To get back into regular groovy mood mode, tilt the head forward.

Mellow Mood

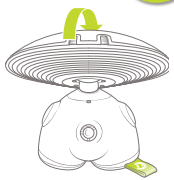
Tilt head to the right to get into this mode.



This mode allows you to select the color of the lamp “chin” lights. Tilt head to the right to choose a red, green or amber glow. Once you’ve selected your glow color, lamp functionality becomes just like the Musical Mood mode (you can drag your fingers across the head sensors to create melodies) — only with a colored “chin” glow effect!

Pop quiz: See what happens when you hold your hand down on the lamp head for several seconds…

Happy Mood



Tilt head backward to get into this mode.

Happy Mood has 6 different automated light shows, plus an option that continuously loops through all 6 shows. Tilt lamp head backward to choose your show; to get to the loop option, tilt head backward 7 times. Then sit back and enjoy the "dancing" lights!

SLEEP MODE

To conserve batteries, head sensors will shut off after 5 minutes if they aren't being touched. If it's in a light mode, the lamp will continue to glow for about 30 minutes, then it will go into sleep mode. Tilt the head in any direction to "wake" Mood Lamp up!

While Mood Lamp is in sleep mode, it will continue to "listen" for communications from other ROOM TECH BEINGZ characters and respond accordingly. It will also continue to monitor the light level in your room and light up when your room gets dark.

For best results and to conserve battery life, slide ON/OFF switch to "OFF" when you won't be in your room interacting with Mood Lamp.

LIGHTS & ANIMATIONS

Who knew a Mood Lamp could have so much personality? Your ROOM TECH Mood Lamp shows its personality and moods with many different animated light patterns. Here are a few of the more common animations you'll see:

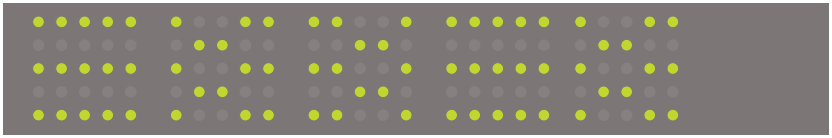
HAPPY

DARK

LISTENING

PARTY

DANCE



WIRELESS CONNECTIVITY

(for two or more ROOM TECH BEINGZ)

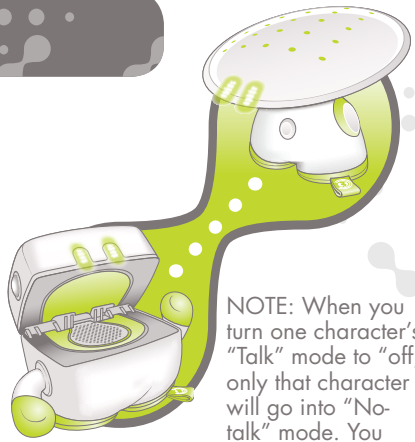
When your BEINGZ characters "talk" to each other, you'll notice that they share mood and personality animations. They might even signal one another to make interesting sound effects. The more you interact with your BEINGZ, the more they'll interact with each other!

"Talk" mode:

Once you've switched Mood Lamp on for the first time (which takes it out of "TRY ME" mode), the fabric tag becomes the "Talk" mode tag. It lets you choose whether your Mood Lamp can "talk" to any other BEINGZ characters you might have.

When you first activate it, Mood Lamp is automatically set in "Talk" mode (Mood Lamp's eyes glow green). If you don't want it to communicate with your other BEINGZ, press its "Talk" mode tag once (Mood Lamp's eyes will glow orange).

Press the "Talk" mode tag again if you want to turn "Talk" mode back on (eyes will glow green again).



NOTE: When you turn one character's "Talk" mode to "off," only that character will go into "No-talk" mode. You will need to press each character's "Talk" mode tag to "off" and "on" individually if you want to select certain characters to "talk" to each other.

IMPORTANT TIPS

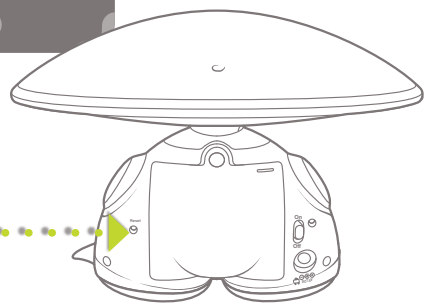
- DO NOT operate Mood Lamp near liquid or allow liquid to spill on Mood Lamp.
- BE SURE to pick up and carry Mood Lamp by its base, not by its head. When tilting Mood Lamp's head to change modes, be sure to do it gently.
- Mood Lamp may react to other sounds or noises that it hears, other than music.

TROUBLESHOOTING GUIDE

What to do if:

Lamp freezes up or acts erratically

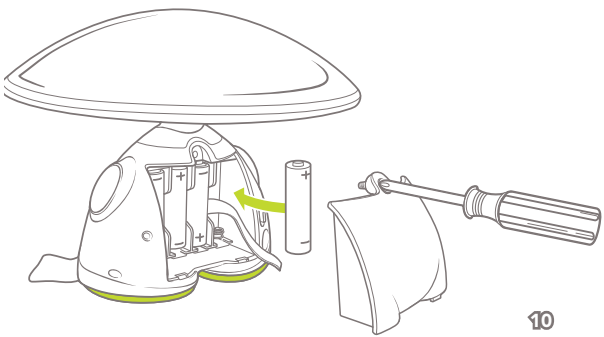
Press the reset button using a pen tip or replace batteries.



TO REPLACE BATTERIES

When the batteries start to get low, your character's eyes will occasionally flash red to let you know it needs fresh batteries.

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Remove and discard old batteries. Replace with 4 x 1.5V "AA" size alkaline batteries. Replace cover and tighten screw.



⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. **Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;**
2. **Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;**
3. **Always remove weak or dead batteries from the product.**

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.s

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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